

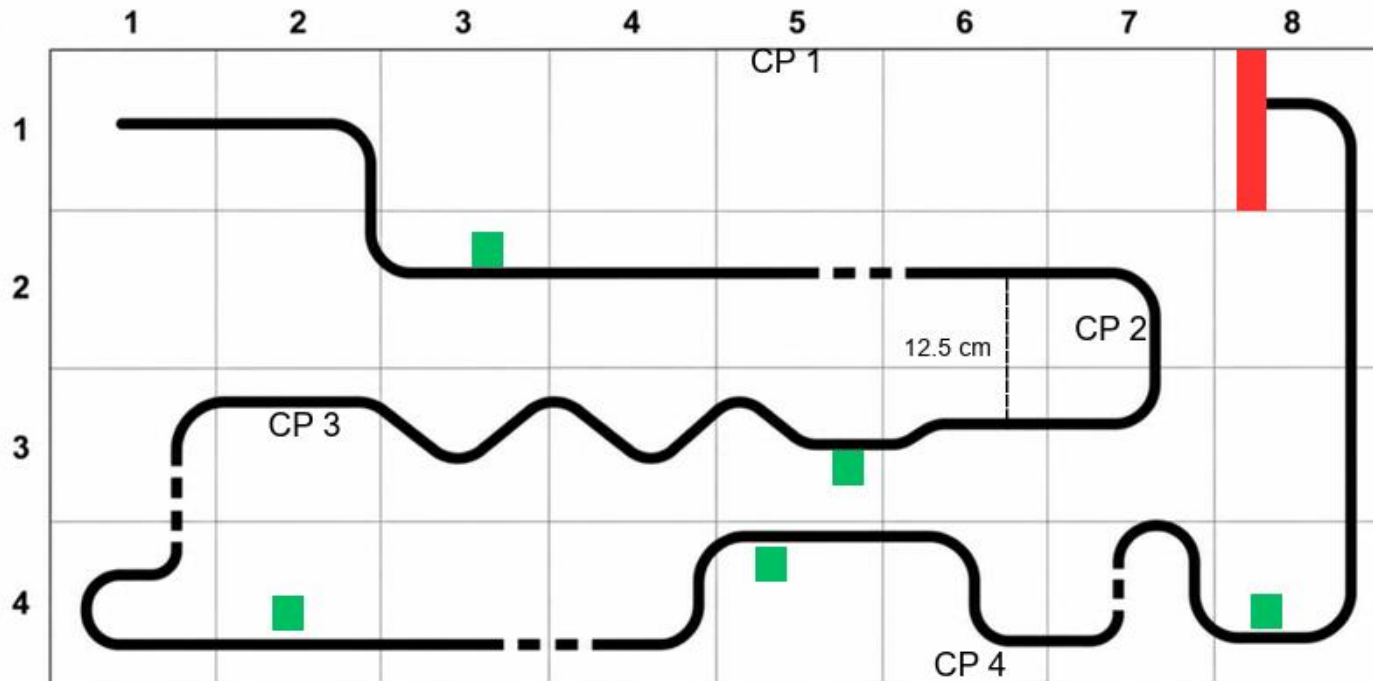


DELHI PUBLIC SCHOOL, FARIDABAD

IT FEST



Layout: Robotics Rescue Arena



Green Cube: 25mmx25mm

CP: CheckPoints

size: 8ftx4ft

Event: Robot Rescue Arena – Scoring Rules

1. Checkpoint-Based Scoring

The arena is divided into sections using **Checkpoints (CP)**. Your score is calculated separately for each section between two checkpoints.

2. Checkpoint Locations

All checkpoints are fixed and will not change during the competition. Teams should mark the checkpoint locations on their own practice mats to make practice easier. These marks must be made away from the track so they do not affect the robot's sensors.

3. Start is a Checkpoint

The **Start Tile** is considered the first checkpoint.

4. Line Following Points

You will receive line-following points for a section **only if your robot successfully reaches the next checkpoint**. If the robot does not reach the checkpoint, no line-following points will be awarded for that section.

5. Element Points

Points for any **elements** in a section, such as:

- Green tile detection
- Zigzag paths
- Gaps
- Any other scoring element on the track

Will only be awarded if your robot successfully reaches the checkpoint at the end of that section. If the checkpoint is not reached, all points for the elements in that section will be forfeited.

6. Restarting the Robot

If your robot stops or makes a mistake, you may restart it from the **last checkpoint it successfully reached**. You may restart as many times as you like, provided there is still time remaining in the match.

7. Skipping a Checkpoint

You may choose to skip a checkpoint and restart from the next checkpoint.

However, by doing so:

- You will forfeit all line-following points for the skipped section.
- You will forfeit all points for the elements in the skipped section.
- **Once a checkpoint has been skipped, you may not return to it later in the run.**
The skipped checkpoint is considered permanently forfeited, and scoring will continue only from the next checkpoint onward.

8. Final Checkpoint (Red Stop Tile)

The **Red Stop Tile** is considered the **final checkpoint** of the arena.

For the final section of the course, the robot will receive:

- Line-following points only if it successfully reaches and stops on the Red Stop Tile.
- Points for all elements (including Green Tile detection and any other scoring elements in the final section) only if it correctly identifies the Red Stop Tile and comes to a complete stop.

If the robot successfully reaches the **second-last checkpoint** but fails to identify and stop on the **Red Stop Tile**, it will **not** receive any line-following or element points for the final section.

9. Time Limit

All runs, restarts, and checkpoint skips must be completed within the official match time limit (2 min 30s.). Once the allotted time expires, the run will end immediately.